

# RULEBOOK



# DIGGING BANDITS™

Howdy, partner! Welcome to **DIGGING BANDITS™**, the thrilling game of greed, strategy, and betrayal in the wild west! Play as one of four bandits – quick-firing *Jesse Aims*, cunning *John Holiday*, explosive *Willy the Kid*, or sly *Bella Moon*! When the desert yields an ancient map, its tattered parchment whispers of a golden fortune buried deep beneath the shifting sands. Who'll find it first? *Only the desert knows!*

Number of Players	Recommended Playing Age	Average Playtime
2-4 players	10 and up	30-60 minutes

## GAMEPLAY OVERVIEW

Alright bandits, listen up! To win this game, your goal is to either:

- Find the hidden **GOLD** card and cash it in at any Town.
- Be the last bandit standing by eliminating rivals using matching **WANTED** cards in any Town.

You'll start at the Hideout Cabin and move clockwise 'round the dusty trails, passing through four bustling Towns by rolling two dice. On your turn, you'll move, optionally take a bonus action if you've got certain db Doodad powerups, and then you'll need to take at least one main action:

- **Dig** for treasure (like **GOLD** or **WANTED** cards) using Dig cards.
- **Play** powerful Draw cards.
- **Pick up** a new Dig and Draw card.

Watch out for dynamite, rival bandits, and unexpected events as you race to strike it rich or take down the competition!

## GAME COMPONENTS



1 GAME BOARD (MAP)



THIS RULEBOOK



4 BANDIT CHARACTER PIECES



48 LAND CARDS



48 DIG CARDS



4 BANDIT CHARACTER CARDS



48 DRAW CARDS



9 db DOODAD CARDS



8 db BRIDGE TOKENS  
(2 OF EACH COLOR)



2 DICE



1 CARD QUANTITIES /  
STAR POWER CARD




1 QUICK REFERENCE /  
QUICK PLAY SYMBOLS CARD

NOTE: COMPONENTS MAY NOT BE EXACTLY AS PICTURED.

## SETTING UP THE GAME

Setup is generally the same for 2-4 players; simply deal starting hands based on the number of players. WANTED cards for all characters are always included even if they were not selected; refer to the WANTED card rules in the **Card Rules** section to learn more.

- 1 **Prepare the Game Board:** Place the game board in the middle of the playing area, ensuring all players can easily access it.
- 2 **Set up the LAND Cards:** Shuffle the 48 Land cards and divide them into **piles of 3**. Place each pile face-down on the 16 designated LAND spaces around the game board.
- 3 **Select Bandit Characters:** Shuffle the *Bandit Character Cards* and place them face-down in a row. Each player selects a *Bandit Character Card*, reveals it to the other players, and places it face-up in their playing area. Each player places their *Bandit Character Piece* on the Hideout Cabin and collects their *db Bridge tokens*.
- 4 **Deal Starting Hands:** Search through the DIG and DRAW decks and deal the 3 starting cards listed on each *Bandit Character Card*.
- 5 **Place the DIG and DRAW Decks:** Shuffle the DIG and DRAW decks, ensuring that the top card of the Draw deck does **not** have the  symbol. Place the decks face-down on their respective locations on the game board.
- 6 **Determine Who Goes First:** Each player rolls the dice. The player with the highest combined roll goes first. In the event of a tie, players continue rolling until there is a winner. If a player rolls a pair of dice that shows exactly 4 and 2, they receive the db Doodad card shown on their Bandit Character Card as a starting bonus, and it is considered the highest possible roll.
- 7 **Place the db Doodads:** Shuffle the remaining db Doodad cards and place them face-down on their designated location on the game board.
- N Note - The Landfill Pile:** As players dig through the land, this pile will grow with discarded Land cards.



6 While determining who goes first, Jesse rolled a 4 and 2, obtaining the *Bandit's Block* db Doodad as a starting bonus.

## HOW TO PLAY

Begin the game in the Hideout Cabin, exiting north. As each player takes their turn, play progresses clockwise.

### TAKING YOUR TURN

- 1. Move:** Roll the 2 dice and move your character piece clockwise that many spaces (*rolling exactly 4 and 2 lets you warp anywhere! See the 4-2 rule*).
- 2. (Optional) Bonus Action:** If you have a db Doodad with the ✨ symbol, you may play ONE such card now.
- 3. Main Action (Choose AT LEAST ONE in this order):**
  - **Dig:** If on a LAND space with Land cards, play a DIGGING HAND to remove Land cards.
  - **Play Card(s):** Play ONE Draw card (or multiple identical Draw cards with the 🗜️ symbol).
  - **Pick up Cards:** Draw the top card of the Dig deck first, followed by the top card of the Draw deck.
  - **Win (Town Only):** If you landed exactly on a Town space this turn, you can cash in the GOLD card or play matching pairs of WANTED cards to eliminate rivals.
- 4. End Turn:** Your turn ends after completing your action(s). Discard any played cards to the bottom of their respective decks.

### OUT-OF-SEQUENCE CARDS

Cards with the ⓧ symbol are played outside of your standard turn. Use them to block other player actions, pay fees, or blow up your opponent's *Bridges*.

## TIPS

**YOUR HAND:** These are the cards you want to keep away from prying eyes. They include your Dig and Draw cards, db Doodads, and the GOLD or WANTED cards.

**A DIGGING HAND:** The combination of Dig cards you decide to play on your turn. This could be a single *Shovel* or *Mining Site*, or an array of *Shovels*, *Stone Pickaxes*, and *Wheelbarrows*. Cards with the 🗜️ symbol can be played together to form your digging hand.

**TOWNS:** When you land exactly on a town, you'll have the opportunity to purchase *Bridges*, eliminate players with matching WANTED cards, or cash in the GOLD.

**THE 4-2 RULE:** Rolling a pair of dice showing exactly 4 and 2 lets you warp directly to any location on the game board avoiding any *Bridges*, and counts as the highest possible roll in disputes or *Duels*.

See *Bridge* rules in the **Card Rules** section to learn how to slow down opponents!

Discards are always placed at the **BOTTOM** of their respective deck / pile.



Only return to the Hideout Cabin when drawing the *Hideout Cabin* card, using *Western Warp*, or rolling a 4-2.

*Tech Cards*, required to use advanced digging tools, are placed face-up in your playing area.

**Note:** Some Draw cards or situations can alter gameplay. Refer to the **Card Rules** section for detailed explanations of each card's effects.

## WINNING THE GAME

There are two ways to win:

- **Cash in the Hidden Gold:** Be the first player to find the hidden GOLD card and play it on your action turn when you land on any of the four towns. You immediately win the game.
- **Eliminate All Other Players:** Find one or more matching pairs of WANTED cards and play them on your action turn when you land on any of the four towns. Eliminate other players to be the last bandit standing, winning the game.

## GAMEPLAY GUIDELINES

**Bluff:** Feel free to bluff at any time during the game (except during *Trades*), making claims about your hand or intentions.

**Keep Cards Secret:** Keep the cards in your hand hidden from other players unless a *Lasso* card is played against you.

**Form Alliances:** Players may choose to form temporary alliances or partnerships to take down other opponents - just remember there can only be one winner!

## QUICK PLAY SYMBOLS



Must be played in a Town.



Can only be played during your turn as a Bonus Action.



Can be played in multiples of the same card.



Must be played immediately when drawn.



Can only be played during the "Move" phase of your / another player's turn.



Can be combined into a digging hand.



Must finish the card's action within one minute.



Can be played out-of-sequence (not on your turn).



Tech Cards. When found, place face-up in your playing area. Not discarded when used.

## ALTERNATIVE WAYS TO PLAY

The standard rules are a ton of fun, but once you're familiar with the game, consider these alternative ways to play DIGGING BANDITS!

### 2 VS 2

When playing a four player game, try playing a team 2 vs 2 game. The team that finds the GOLD first or eliminates the other team via WANTED cards wins the game. In this game mode:

- Partners should sit across from each other so during a *Train Heist* neither will inherit the other's cards (unless a player is in the Hideout Cabin).
- There's no toll to cross your partner's *Bridges*.
- Lend your partner a hand! Disarm the *Dynamite* they struck, or bail them out with a *Saving Spoon*.
- Conduct mutually beneficial trades with your partner when you have the *Trade* card.

### QUICK PLAY

Short on time? For quicker games, try this game mode:

- *Tech Cards* are not required to use advanced digging tools such as the *Wheelbarrow* or *Mining Site*. Instead, treat *Tech Cards* the same as *Ground* - straight to the Landfill Pile!
- Once *Dynamite* is found, it's removed from the game instead of going in the Landfill Pile.
- There is a maximum limit of 1 *Bridge* on the game board per player - fewer potential roadblocks!



Willy The Kid

## A YARN FROM AN OLD MAN...

I, Old Man Pickles, have spent nigh on 42 years ridin' these dusty trails, and I've seen my fair share of outlaws, scoundrels, and scallywags. But none as infamous as the db Gang – Jesse Aims, John Holiday, Willy the Kid, and Bella Moon. They're the kind of folk who'd steal the silver from your teeth for fun, always on the lookout for the next big score.

This mornin', I watched 'em gather 'round to lay their wanted posters to rest. The sun beat down like a brandin' iron, and the air was thick with the smell of smoke and sweat. I was sittin' there, mindin' my own business, when I saw 'em dig up an old, crumpled map. It was all torn and tattered, like it'd been buried in the sand for years.

Next thing I know, they're squabblin' over the map, their eyes shinin' like gold nuggets in the sunlight. They claimed it was a treasure map, leadin' to a golden fortune buried deep in the desert. Now, my eyes ain't as sharp as they used to be, but that map looked awfully familiar.

I reckon they'd stop at nothin' to get their hands on those riches – even if it meant betrayin' one another or turnin' in their own kin to the law.

I watched 'em ride off on their own separate ways, each one bound and determined to find that treasure.

*Who'll find it first? Only the desert knows!*

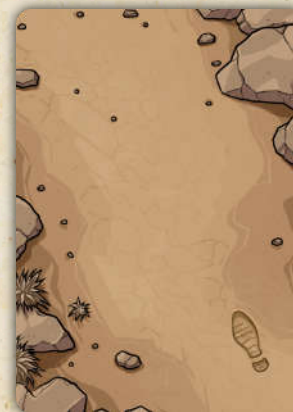


Old Man Pickles

## CARD RULES

### LAND CARDS

*Purple Outline, Desert Back*



These cards represent what you find when digging. Stacked in face-down piles of 3 on LAND spaces around the game board, you'll remove them **one by one** and privately look at the card.

If you strike GOLD or a WANTED card, **keep it secret** by placing it in your hand without revealing it to other players.

Reveal *Ground*, *Stone*, or *Dynamite* to all players. Any *Tech Cards* you find are placed face-up in your play area.

**Successfully dug cards** are discarded to the **BOTTOM** of the Landfill pile.

### DYNAMITE (x3)

**Boom!** If you uncover this while digging:

- 1. Stop Digging Immediately:** Reveal the *Dynamite* to all players.
- 2. Opportunity to Disarm:** Before any cards are lost, you or another player may play a *Cowboy* (X) or *Bandit's Block* (X) to disarm.
  - **If Disarmed:** The threat is gone! Discard the *Dynamite* to the Landfill pile. You lose no cards and may continue your Dig action if you have Dig cards left to play.
  - **If NOT Disarmed:** Kaboom! Discard ALL cards from your hand AND all *Tech Cards*. Discard *Dynamite* to Landfill pile. Board state (*Bridges*, *Private Plot*) are unaffected. Your turn ends.

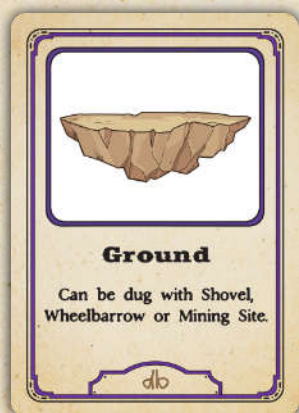




## GOLD (x1)

**You've struck gold!** Keep it secret in your hand when found.

**Win Condition:** Play this card as your Main Action when you land exactly in any Town to instantly win the game. Cannot be blocked.



## GROUND (x19)

**Just dirt!** Can be removed by *Shovel*, *Wheelbarrow*, *Mining Site*, or *Saving Spoon*. Reveal when found, then discard to the bottom of the Landfill pile.



## STONE (x7)

**Hard rock!** To remove *Stone*, you must use either a *Mining Site*, a *Saving Spoon* (as Super Shovel), or play a *Stone Pickaxe* in the same DIGGING HAND as a *Shovel* or *Wheelbarrow*.

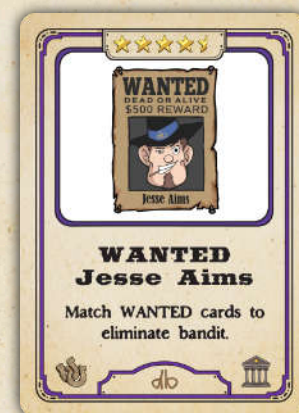
- **Reveal** when found.
- **Success:** Discard *Stone* to the bottom of the Landfill pile.
- **Failure (wrong tools):** Place the *Stone* card face-down back onto its LAND space. Discard all played Dig cards. Remember where the *Stone* is and bring the right tools next time!



## TECH CARD (x14)

**Digging gets serious!** When found, place face-up in your play area (not in your hand).

- **Enables advanced Dig cards:**
  - **Wheelbarrow:** Requires 1 *Tech Card* per *Wheelbarrow* played.
  - **Mining Site:** Requires 3 *Tech Cards*.
- **Note:** *Tech Cards* are not discarded after use but can be lost/stolen via *Dynamite*, *Gambling*, *Trade*, *Outlaw*, *Train Heist*, or *Duel*. If lost, discard to the bottom of the Landfill pile.




## WANTED (x4)

**You've got a price on your head!** Find the matching WANTED card (other copy is in the Draw deck) to form a pair. Keep it secret when found.

**Win Condition Component:** Play a matching pair in any Town as your Main Action to eliminate that bandit.

### Elimination:

- **Player Bandit:** Eliminated players are out. Take all of the cards in their hand, their *Tech Cards*, and take control of any *Bridges* (max 2 *Bridges* still applies) and/or *Private Plot* they had on the board.
- **Non-Player Bandit:** Steal 1 card at random from any opponent - cannot be blocked.
- **Remove** the played WANTED cards from the game.


**Note:** Cannot eliminate players in the Hideout Cabin. Can be blocked by *Saving Spoon*  (Extra Life effect).


## DIG CARDS

Blue Outline, Crossing Shovel / Pickaxe Back



These are the tools used to remove Land cards from top to bottom, **one card at a time**.

Combine one or more cards with the  symbol, or play a powerful solo card like the *Mining Site* or *Saving Spoon* db Doodad to form your DIGGING HAND for the turn.

Advanced digging tools require *Tech Cards*  to use.

You can stop digging at any time after removing at least one Land card.

All played Dig cards must be discarded to the **BOTTOM** of the Dig deck after digging stops.



### MINING SITE (x5)

**Clear the land!** Removes ALL layers of Land on one space, including any *Stone* encountered – no *Stone Pickaxe* required. Requires **3 Tech Cards**  (face-up in your playing area) to use.

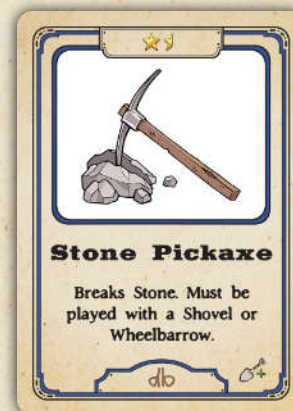


Diggy The Dog



### SHOVEL (x23)

**Get digging!** Removes 1 layer of Land. Cannot remove *Stone* unless a *Stone Pickaxe* is also played in the same DIGGING HAND.




### STONE PICKAXE (x9)

**Smash through stone!** Breaks 1 layer of *Stone* per *Stone Pickaxe* played. Must be played with either a *Shovel* or *Wheelbarrow* in the same DIGGING HAND. Must be discarded even if no *Stone* is encountered.



### WHEELBARROW (x11)

**Dig fast!** Removes 2 layers of Land. Requires **1 Tech Card**  (face-up in your playing area) per *Wheelbarrow* played. Cannot remove *Stone* unless a *Stone Pickaxe* is also played in the same DIGGING HAND.

## DRAW CARDS

Red-Brown Outline, Crossing Pistols Back



These versatile cards are used for special actions, attacks, defense, or building. Played as a Main Action unless they have a symbol indicating otherwise (☒, ☒).

Draw cards marked with ☒ must be played and resolved immediately when drawn - do not place them in your hand.

Discard to the **BOTTOM** of the Draw deck after use.



### BRIDGE (x4) ☒ ☒

**Roadblock ahead!** Building *Bridges* slows down your opponents and allows you to collect *Coin* faster.

- **Building (Main Action in Town):** Play this card and pay 3 *Coins*. Max 2 *Bridges* per player - can build 2 at once if you have the cards. Place your db Bridge tokens on any empty LAND space. Discard the *Bridge* and *Coin* cards.
- **Crossing:** Must pay 1 *Coin* ☒ to the owner *before* moving past the *Bridge* space. Crossing your own *Bridge* is free!
- **Destroying Opponent's Bridge:** Play *TNT* ☒ during your "Move" phase as you approach instead of paying. Bridge owner retrieves their db Bridge token. Discard *TNT* card. Continue movement.
- **Stealing Opponent's Bridge:** Requires landing exactly on opponent's *Bridge*. Play *Outlaw(s)* as a Main Action. Owner may pay 2 *Coins* ☒ per *Outlaw* to prevent theft. If stolen, swap db Bridge token with your own (max 2 *Bridges* still applies). If theft fails (bribed), wait until your next turn to attempt to pay/destroy.



### Coin

Cross Bridge (x1)  
Bribe an Outlaw (x2)  
Build Bridge (x3)



### Cowboy

Block player actions and attacks. Disarm Dynamite. Cannot block db Doodads.

- **Landing on a Bridge:** If you land exactly on an opponent's *Bridge* and pay a *Coin* or use *TNT*, place your Character Piece at the far end of the *Bridge* to indicate you have already crossed. If the *Bridge* was destroyed and another player builds a new *Bridge* on the same location, you are considered to have already crossed at the start of your next turn.

### COIN (x13) ☒ ☒

**Cha-ching!** *Coins* are used for:

- **Paying Bridge toll** (1 *Coin* to *Bridge* owner).
- **Bribing Outlaw** (2 *Coins* per *Outlaw*, paid to the *Outlaw* player).
- **Building Bridge** (3 *Coins* with *Bridge* card to discard pile).
- Played ☒ for tolls/bribes. Played with *Bridge* card as Main Action in Town to build.

### COWBOY (x2) ☒

**Hero of the day!** Block opponent actions or disarm *Dynamite*. Play ☒ *before* the targeted action resolves.

- **Can Block:** *Dynamite* (disarm), *Train Heist*, *Gambling*, *Duel*, *Sheriff*, *Hideout Cabin*, *Lasso*, *TNT*, *Outlaw(s)*, *Bridge* building, *Trade offer/acceptance*, *Coin* payment, opponent starting Dig/Pick up Cards action, another *Cowboy*.
- **Cannot Block:** db Doodads, GOLD win, WANTED elimination, movement itself.

Blocked cards are discarded. If blocking Dig/Pick up, must play before first card is touched. If a close call, both players roll the dice, and the highest roll wins the argument.



### Duel

Choose any player. Both roll the dice; highest roll wins all opponent's cards.

## DUEL (x2)

**High noon!** Must be played immediately when drawn. .

1. **Choose** one opponent to challenge.
2. **Both players roll 2 dice.** Highest roll wins (4-2 roll is highest).
  - **Winner takes ALL** cards in loser's hand AND their *Tech Cards*.
  - **Ties** result in no effect.

Discard *Duel* card after resolution. If there are no available opponents, discard immediately.



### Gambling

Lose all of your cards except those you own on the game board.

## GAMBLING (x1)

**Gone bust!** Must be played immediately when drawn. Discard ALL cards from your hand AND all of your *Tech Cards*. Already built *Bridges* and cards played on the board are not affected.



### Hideout Cabin

Go to the hideout cabin. Collect a 'db Doodad' card. Safe haven for players.

## HIDEOUT CABIN (x3)

**Safe haven!** Must be played immediately when drawn.

1. **Move** your piece directly to the Hideout Cabin space.
2. **Draw** 1 db Doodad card.

**While in Cabin:** Immune to *Train Heist*, WANTED elimination, *Outlaw*, *Lasso*, and *Duel*. You cannot participate in *Trades* or play cards. Leave normally on your next turn's "Move" step.



### Lasso

A player you select must reveal their cards to you privately.

## LASSO (x1)

**Sneak peek!** A player you select must privately reveal all of the cards in their hand to you.



### Outlaw

Steal any card from any player, unless they block, or bribe with 2 Coin.

## OUTLAW (x4)

**Put 'em up!** Play one or more *Outlaw* cards as a Main Action against one or more opponent(s).


- **Steal Attempt (choose ONE):**
  - Take 1 random card from their hand. Target must spread their cards so the backs are clearly visible and not hidden behind one another.
  - Take 1 of their face-up *Tech Cards*.
  - Attempt to steal their *Bridge* or *Private Plot* if you landed exactly on that space this turn.
- **Bribe Option:** The target may pay you 2 *Coins* per *Outlaw* played against them to cancel the steal attempt(s).



Bella Moon



### SHERIFF (x3)


**Stop right there!** Prevent opponent from taking any Actions on their turn. Play  during the “Move” phase of **another** player’s turn **after** they roll the dice but **before** their piece lands on the destination space.

- If successful, opponent’s turn ends immediately after movement (no Bonus or Main Action).
- Cannot stop movement itself, cannot stop a turn using *Western Warp* or the 4-2 rule.
- Can be blocked by *Cowboy/Bandit’s Block*. Only one *Sheriff* attempt per opponent’s movement dice roll.



### SHUFFLE DRAW DECK (x1)

**Mix it up!** Must be played immediately when drawn.

- Shuffle the Draw deck thoroughly.
- Optionally stop shuffling when you see a  at the top of the Draw deck, leaving a potential trap for the next player!



### TIP CART (x5)


**Sow chaos!** Must be played immediately when drawn.

1. **Take 1 or 2 cards** from the TOP of the Landfill pile and view them privately. No cards in Landfill pile? Discard *Tip Cart*.
2. **Place them** (together or separately) face-down on top of any LAND space(s) that do not currently have a *Bridge* or a *Private Plot*. There is no limit to the number of Land cards on one space.

Good for resurfacing GOLD/WANTED cards that end up in the Landfill pile, or filling holes to prevent *Bridge* construction.



### TNT (x2)

**Ka-boom!** Destroy an opponent’s *Bridge*. Play  as you approach the *Bridge* during movement instead of paying the toll.

- Owner retrieves their db Bridge token. Discard *TNT* card.
- Continue your movement. Can use multiple *TNTs* if crossing more than one *Bridge* in one move.
- Cannot be used when warping directly to another location via *Western Warp* or the 4-2 rule (unless you choose to land exactly on the *Bridge* space).



### TRADE (x2)

**Make a deal!** Play as a Main Action. Propose a trade with one or more players not currently in the Hideout Cabin.

- **State your offer - no bluffing!** Offer one or more cards or owned items on the board like built *Bridges* (limit of 2 applies) or *Private Plot*. If multiple players make offers, you decide who to trade with.
- **Don’t take too long.** Complete the trade within one minute. Consider setting a timer on your phone.
- **No deal?** Discard *Trade* card.



### TRAIN HEIST (x1)

**The tables have turned!** Must be played immediately when drawn. All players (except those in Hideout Cabin) must pass their entire hand AND all *Tech Cards* to the player on their left (clockwise). You might end up empty-handed! Board state (*Bridges*, *Private Plot*) unaffected. No other players available? Discard *Train Heist*.




## WANTED (x4)

**You've got a price on your head!** Find the matching WANTED card (other copy is in the Land deck) to form a pair.

**Win Condition Component:** Play a matching pair in any Town as your Main Action to eliminate that bandit.

### Elimination:

- **Player Bandit:** Eliminated players are out. Take all of the cards in their hand, their *Tech Cards*, and take control of any *Bridges* (max 2 *Bridges* still applies) and/or *Private Plot* they had on the board.
- **Non-Player Bandit:** Steal 1 card at random from any opponent - cannot be blocked.
- **Remove** the played WANTED cards from the game.

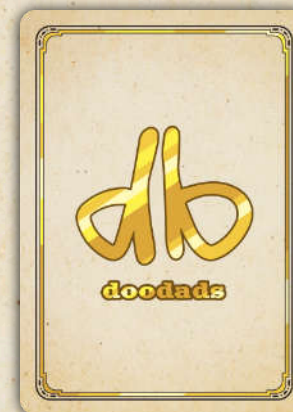
**Note:** Cannot eliminate players in the Hideout Cabin. Can be blocked by *Saving Spoon*  (Extra Life effect).




Jesse Aims

## db DOODAD CARDS

Gold Outline, db Logo Back



These special power-ups are like aces up your sleeve, ready to change your luck at high noon!

Each time you return to the Hideout Cabin you'll be able to pick up a new db Doodad card. Usually played as a Bonus Action  at the start of your turn. Cannot be blocked by the *Cowboy*.

Discard to the **BOTTOM** of the db Doodad deck after use.





### BANDIT'S BLOCK (x1)

**Just say no!** Play to:

- Stop a player from using a db Doodad.
- Disarm *Dynamite*.
- Block effects targeting you: *Outlaw(s)*, *Duel*, *Gambling*, *Lasso*, *Sheriff*, *Train Heist*.
- Block other actions: *Trade* (offers/acceptance), *Cowboy*, *Bridge* (building).



### CARD CACHE (x1)

**Swap 'em out!** Play as a Bonus Action. Discard any 3 cards from your hand. Draw 3 replacement cards (any combination from Dig/Draw decks). Resolve any cards immediately in the order drawn.



### db DOUBLE-TIME (x1)

**Encore!** Play at the **end** of your normal turn. You immediately take one full extra turn. This extra turn cannot be stopped by a *Sheriff*.



### GOLDEN GUIDE (x1)

**Dig smart!** Play as a Bonus Action after landing on a LAND space. Privately look at ALL Land cards currently on that space before deciding whether to start a Dig action there.



### MONEY MAGNET (x1)

**Yoink!** Play as a Bonus Action. All other players **must** immediately give you ALL *Coin* cards from their hands.



### OUIJA ORACLE (x1)

**See the future!** Play as a Bonus Action. Privately view the next 3 cards of the Draw deck. Return them in the same order.



*John Holiday*



### PRIVATE PLOT (x1) ✨

**Get off my land!** Play as a Bonus Action. Choose any LAND space with at least one Land card. Place this card on that space to claim it.

- Only you can Dig on this space.
- Opponents cannot add Land cards here via *Tip Cart*.
- Remains until the space is cleared of all Land cards. Then discard the *Private Plot* card.
- Can be stolen via *Outlaw* if opponent lands exactly on the space.



### SAVING SPOON (x1) ⓧ

**Jailbreak!** Choose ONE effect when playing:

- **Extra Life:** Play ⓧ immediately when targeted for WANTED elimination. Negate the elimination. Discard the WANTED pair and this card. Re-enter the game next turn from Hideout Cabin with no cards. One-time use per game.
- **Super Shovel:** Throw caution to the wind and use the *Saving Spoon* as a powerful digging tool. Removes ALL layers of Land on one space including *Stone*, and disarms *Dynamite*.



### WESTERN WARP (x1) 🎲

**Shortcut to success!** Play *instead* of rolling dice for movement. Move your character piece directly to ANY space on the board (including Towns, Hideout Cabin), avoiding any *Bridges*.

## CREDITS

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CREATIVE INC.

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Rulebook Version 1.5f

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